Amendments to the Claims

Claims 1-30 (canceled)

31. (currently amended) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing only boundary pixels in said image separating regions, said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures;

referencing a pointer that associates one of said textures with one of said regions;

filling said one of said regions in said bitmap with said associated one of said textures; ~~and~~

overlaying said image on a ~~background~~ background; and

wherein said providing, referencing, filling, and overlaying are repeated for a succession of images to create the illusion of motion.

32. (canceled)

33. (previously presented) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed is reduced, comprising:

generating a bitmap representing only boundary pixels in said image separating

digital image regions in said image, said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures;

generating a pointer for each of said regions, each of said pointers associating its respective region with the one of said textures for the digital image in such region;

storing the bitmap of boundary pixels and the pointers defining the textures for the regions between boundary pixels for later use in displaying the image;

referencing said pointers associating said one of said textures with said one of said regions;

filling said regions in said map with its associated one of said textures; and

overlaying said image on a background.

34. (currently amended) Apparatus comprising:

a microprocessor;

a memory coupled to the microprocessor, the memory being configured to cause the microprocessor to:

display ~~compress~~ a digital image having at least three textures ~~to reduce the amount of storage space required for holding it prior to a time when the image is to be displayed~~, by:

a)   generating a bitmap representing only boundary pixels in said image separating regions in said image, said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures;

b)   generating a pointer for each of said regions, each of said pointers associating its respective region with the one of said textures for the image in such region; ~~and~~

c)   storing the bitmap of boundary pixels and the pointers defining the textures for the regions between boundary pixels in <u>said memory</u> ~~a memory coupled to~~

~~the microprocessor for later use in displaying the image~~;

d)   referencing said pointers associating said one of said textures with said one of said regions;

e)   filling each of said regions in said bitmap with its associated one of said textures; and

f)   overlaying said image on a background.

35. (currently amended) A method of producing a digital image for efficient compression, the digital image being made up of a plurality of textures, the method comprising:

defining a texture palette, wherein each possible texture of the digital image is assigned a unique code;

generating a bitmap of the digital image, wherein the bitmap comprises:

pixels of one code representing boundaries of the digital image; and

pixels of different codes representing textures of the digital image; ~~and~~

decolorizing the bitmap of the digital image into a monochrome bitmap made up of only two pixel values, one pixel value representing the boundaries of the digital ~~image~~ image;

wherein said decolorizing further comprises:

-     creating a list relating textures to locations in the bitmap;

-     retrieving each pixel of the bitmap, wherein said retrieval comprises:

-     skipping over each pixel which represents the boundaries of the digital image; and

-     adding each pixel of the bitmap which is not a predetermined texture to the list, including the location of the pixel; and

-     changing the pixel and like adjacent pixels to one of the predetermined

textures.

36. (canceled)

37. (currently amended) The method of <u>claim 35</u> <s>claim 36</s>, wherein the pixel which represents boundaries of the digital image is a black pixel and the pixel of a predetermined texture is a white pixel.

38. (previously presented) The method of claim 35, wherein the monochrome bitmap of the digital image is stored as one byte per pixel of the monochrome bitmap.

39. (previously presented) The method of claim 38, wherein the monochrome bitmap of the digital image is compressed from one byte per pixel into one bit per pixel.

40. (currently amended) The method of claim 39, wherein the one bit per pixel monochrome bitmap is further compressed using <u>a run length encoding</u> <s>an RLE</s> compression method.

41. (previously presented) The method of claim 35, wherein each unique code of the texture map is an index into either a bitmap representing a texture or a function used to generate a texture.

42. (previously presented) The method of claim 41, wherein the textures of the texture map which are solid colors are generated by a one-pixel bitmap.

43. (previously presented) The method of claim 41, wherein each unique code of

the texture map is a one-byte code.